

Program Notes for the VIDEO INTERACTIVE SCULPTURE

by Wendy Clarke

SELF-PORTRAIT (1973), HOPSCOTCH (1975), CHAIR (1976), STAIRS (1976)
HAND (1976), Motion pieces performed by the audience, created by the
Video.

"I am exploring video much like a scientist or inventor. I have become fascinated by a special kind of space created only by video, and these pieces have been conceived so that each person can experience this new space. New perceptions come from shuffling sensations already familiar to us: our brains, our eyes, our muscles, our movements change to fit our new knowledge of a new space. In order to complete or "play" with each piece, the viewer must discover new perceptions and move in specific patterns; this discovery process becomes the emotional content of the pieces. Each piece describes a different kind of videospace. Reversal of mirror images, kinetic two-dimensional representation, lens distortion and space foreshortening are some of the elements explored. I have purposely avoided using videotape because I wanted to work in live space and real time.

The entire gallery has been designed as an environment conducive to play. I am an enthusiastic believer in play as a way to discovery -- and also, it's fun. Because the pieces are participatory, people can bring their own characters to the show. video is a new medium; its uses are just now being discovered; this show is one such exploration."

— Wendy Clarke
1973 - 1976

Installation constructed by Lech Kowalski
Produced in cooperation with the T.P. Videospace Troupe N.Y.C.
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INSTRUCTIONS FOR THE PIECES

SELF-PORTRAIT -- Hang the drawing pad around your neck. Take a marking pen and stand on the platform the right height for you. You will see your profile on one screen and the drawing pad on the other. Now, draw your profile on the pad, but only while watching the video screens. Try signing your name when you finish. Take home your portrait or hang it up in our gallery.

HOPSCOTCH -- Stand between the two monitors, which have playing fields on them. Play a regular game of hopscotch, but judge your moves in the monitors, not on the floor.

CHAIR -- This piece is designed for two people. Stand in front of either screen with chairs on it and position your body so it looks like you are sitting in the chair. Try to play with your partner seated in the other chair. People in separate physical spaces can relate together through videospace.

STAIRS -- Stand in front of the monitor and try to climb up and down the stairs.

HAND -- Stand in front of the monitor and raise your hand till you see it in the screen. Try and keep your palm within the screen configuration.

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